

ABSTRACT OF THE DISCLOSURE

A multiplayer electronic entertainment system with a central *simulator* style device surrounded by a plurality of *video game* style devices. The *simulator* style device has a two-player cab with collimated visual displays. The two-player cab is mounted on a hydraulic motion base. Each *video game* style device is fixed and has a direct view cathode ray tube display. All game devices are interconnected via an Ethernet switch, so that each participant is visible to the others in the electronic imagery that is created on the game devices.